

CLAIMS

What is claimed is:

1. A gaming device comprising:
a display comprising an image of a plurality of reels, each of said reels comprising a plurality of indicia positions, the display being operable to effect perceived independent rotation of the reels to achieve a randomly generated combination of displayed indicia comprising a plurality of indicia associated with each reel;
a plurality of pay lines, each pay line comprising a different arrangement of displayed indicia; and
a control device configured to activate a plurality of the pay lines in response to wagering of a single wagering unit.
2. A gaming device according to claim 1, wherein the plurality of pay lines comprises at least nine pay lines, wherein the control device is configured to activate a first plurality of the at least nine pay lines responsive to wagering of a first single wagering unit and to activate a second plurality of the at least pay lines responsive to wagering of a second single wagering unit.
3. The gaming device according to claim 2, wherein the first plurality of pay lines and the second plurality of pay lines comprise non-overlapping arrangements of displayed indicia.
4. The gaming device according to claim 1, wherein the control device is configured to activate one pay line responsive to wagering of a first single wagering unit and to activate a plurality of pay lines responsive to wagering at least one additional single wagering unit .

5. The gaming device according to claim 1, wherein the control device is configured to activate a first group of the plurality of pay lines responsive to wagering of a first single wagering unit and to activate a second, different group of pay lines of the plurality responsive to wagering of a second single wagering unit.

6. The gaming device according to claim 1, wherein the control device is configured to activate a first pay line responsive to wagering of a first single wagering unit and to activate a plurality of pay lines responsive to a subsequent wager of a single wagering unit.

7. The gaming device according to claim 1, wherein the single wagering unit represents a unit of currency.

8. The gaming device according to claim 1, wherein the single wagering unit is other than a unit of currency and is of a predetermined value.

9. A gaming method, comprising:
displaying an image comprising visible portions of a plurality of adjacent, perceptibly rotatable reels, each visible reel portion comprising a plurality of indicia positions;
displaying a plurality of pay lines, each pay line comprising a predetermined different arrangement of indicia on at least one of the visible reel portions;
placing at least one wager;
randomly assigning the at least one wager to at least one pay line of the plurality; and
initiating perceptible rotation of the reels of the plurality to randomly generate indicia on the visible reel portions.

10. The method according to claim 9, wherein randomly assigning the at least one wager to at least one pay line comprises randomly activating a single pay line of the plurality.

11. The method according to claim 9, wherein randomly assigning the at least one wager to at least one pay line comprise randomly activating at least two pay lines of the plurality.

12 13. The method according to claim 9, further comprising providing at least one payout in association with a display of a winning combination of indicia on the at least one randomly assigned pay line.

13 14. The method according to claim 13, wherein providing the at least payout comprises providing a unique payout amount in relation to other possible payout amounts associated with play.

14 15. The method according to claim 9, wherein randomly assigning the at least one wager comprises randomly assigning at least one wager to at least one pay line other than a pay line normally selected for activation by placement of the at least one wager.

15 16. The method according to claim 9, wherein randomly assigning the at least one wager comprises increasing an amount wagered on a previously activated pay line.

16 17. The method according to claim 9, wherein randomly assigning the at least one wager comprises randomly assigning the at least one wager responsive to a player's rate of play.

17 18. The method according to claim 9, wherein randomly assigning the at least one wager comprises randomly assigning at least one wager responsive to the at least one wager having at least a predetermined threshold value.

18 19. The method according to claim 9, wherein randomly assigning the at least one wager comprises randomly assigning the at least one wager responsive at least in part to play of a predetermined number of games by a player.

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20. The method according to claim 9, further comprises tracking play of casino games by a player and wherein randomly assigning the at least one wager comprises randomly assigning the at least one wager in response to accumulated data relating to tracked play of the player.

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21. The method according to claim 9, wherein randomly assigning the at least one wager comprises randomly assigning the at least one wager in response to an outcome of at least one previous game.

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22. A gaming device comprising:
an input device configured for receiving at least one wager;
a display comprising visible portions of a plurality of laterally adjacent perceptibly rotatable reels defining a two-dimensional array of indicia positions, each of the visible portions of the reels vertically displaying a plurality of indicia at indicia positions wherein a first indicia is displayed adjacent to a second indicia and not adjacent to at least a third indicia; and
a plurality of pay lines on the gaming machine, at least one pay line of the plurality being defined to comprise indicia positions on adjacent reels which are neither horizontally or diagonally immediately mutually adjacent; and
a control device for randomly generating a combination of indicia at the indicia positions on the visible portions of the reels through perceived rotation thereof at least in part responsive to receipt of the at least one wager by the input device.

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23. The gaming device according to claim 22, wherein the display comprises a 3 by 3 array of indicia.

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24. The gaming device according to claim 22, wherein the display comprises a 4 by 3 array of indicia.

25. A gaming device comprising:
an input device configured for receiving at least one wager;
a display comprising visible portions of a plurality of perceptibly rotatable reels defining
an array of indicia positions, each of the visible portions of the reels displaying
indicia at a plurality of indicia positions;
a plurality of pay lines on the display including at least three pay lines, each of the at least
three pay lines including differing numbers of indicia than each of the other at
least three pay lines; and
a control device for randomly generating a combination of indicia on the visible portions
of the reels at least in part responsive to receipt of the at least one wager by the
input device.

26. The gaming device according to claim 25, wherein the display is configured in a 3
by 3 array of indicia.

27. The gaming device according to claim 25, wherein the display is configured in a 4
by 3 array of indicia.

28. The gaming device according to claim 25, wherein at least one pay line of the at
least three pay lines includes three or less indicia, and wherein at least one other pay line
of the at least three pay lines includes five or more indicia.

29. The gaming device according to claim 25, wherein a first pay line of the at least
three pay lines includes three indicia, wherein a second pay line of the at least three pay
lines includes four indicia, and wherein a third pay line of the at least three pay lines
includes five or more indicia.

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30. A gaming device, comprising:

a display comprising visible portions of a plurality of adjacent, perceptibly rotatable reels, each of the visible portions of the reels comprising a plurality of indicia positions; a plurality of pay lines each comprising a predetermined arrangement of the plurality of indicia positions of the display, at least one pay line of the plurality of pay lines configured to encompass at least one indicia position on at least one of the visible portions of a reel adapted to receive at least one indicia generated by another gaming device in communication with the gaming machine and to employ the at least one indicia therein; and a control device for randomly generating a combination of indicia on the visible portions of the reels at least in part responsive to receipt of the at least one wager by the input device.

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31. The gaming device of claim 30, wherein the at least indicia position is configured to receive the at least one indicia from the another gaming device during each play of a game thereon.

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32. The gaming device of claim 30, wherein the gaming device is configured to request the at least one indicia from the another gaming device upon display of a predetermined configuration of indicia within the at least one pay line.

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33. A gaming system, comprising:

a first gaming device including:

a display comprising visible portions of a plurality of adjacent, perceptibly rotatable reels, each of the visible portions of the reels comprising a plurality of indicia positions;

a plurality of pay lines each comprising a predetermined arrangement of the plurality of indicia positions of the display, at least one pay line of the plurality of pay lines configured to encompass an indicia position on at least one of the visible portions of a reel adapted to receive at least one indicia generated by another gaming device in communication with the first gaming device and to employ the at least

one indicia therein; and
a control device for randomly generating a combination of indicia including the indicia position on the visible portions of the reels at least in part responsive to receipt of the at least one wager by the input device;
at least one other gaming device configured to generate the at least one indicia; and
a communication link extending between the first gaming device and the at least one other gaming device for transmission of the at least one indicia from the at least one other gaming device to the first gaming device for display on the indicia position adapted to receive the at least one indicia.

33/ 34. The gaming system of claim 33, further comprising a display associated with said at least one other gaming device, said display remotely located with respect to the first gaming device.

34/ 35. The gaming system of claim 34, wherein the display of said at least one other gaming device is configured and located to be viewed from a player's position adjacent the first gaming device.

35/ 36. The gaming system of claim 33, wherein said at least one other gaming device is configured to be operated autonomously.

36/ 37. The gaming system of claim 33, wherein the first gaming device is configured to request the at least one indicia from the at least one other gaming device upon display of a predetermined configuration of indicia within the at least one pay line.

37/ 38. The gaming system of claim 33, wherein said first gaming device is configured to display the at least one indicia from the at least one other gaming device to a player of said first gaming device.

38 39. A gaming method, comprising:
providing a display including an array of indicia positions corresponding to a visually perceptible representation of portions of a plurality of adjacent reels for display of a indicia at a plurality of indicia positions on each reel portion;
assigning a plurality of pay lines comprising at least three pay lines to indicia positions of the array, each of the at least three pay lines including differing numbers of indicia positions than each of the other at least three pay lines; and
randomly generating and displaying a combination of indicia at the indicia positions on the portions of the reels and determining a game outcome responsive to indicia displayed on each of the at least three pay lines

39 40. The gaming method according to claim 39, further including configuring the array as a 3 by 3 array of indicia positions.

40 41. The gaming method according to claim 39, further including configuring the array as a 4 by 3 array of indicia positions.

41 42. The gaming method according to claim 39, further including defining at least one pay line of the at least three pay lines to include three or less indicia, and at least one other pay line of the at least three pay lines to include five or more indicia.

42 43. The gaming method according to claim 39, further including defining a first pay line of the at least three pay lines to include three indicia, a second pay line of the at least three pay lines to include four indicia, and a third pay line of the at least three pay lines to include five or more indicia.